

## Place Value Yahtzee

Object of the game: To score the greatest number of points.

Number of players: 2 or more

1. To decide who goes first, each player rolls all of the dice at once and adds up their roll. The player with the greatest sum goes first.

2. On your turn, you may roll the dice 1 or 2 times. You may stop and score after your first roll or after your second roll. To roll the dice, place all of the dice in the dice cup, shake them, and roll them out onto the table.

3. After your first roll, set any dice aside that you would like to keep ("keepers"). You will not roll any of the "keepers" on your second roll.

- If you decide to keep all of the dice, enter your score on the score sheet. Your turn is now over.
- If you decide to keep some of the dice, put the "keepers" aside and roll the other dice again.
- If you decide to keep none of the dice, place them all back in the cup and roll again.

**Roll #1**

Category	4-digit number
Number with 3 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the tens place	
Number with 6 in the thousands place	
Number whose thousands and ones digits add up to 9	
Number whose digits add up to 13	
Number with two of the same digits	
Number with three of the same digits	
<b>WILD!</b> Any number can be written here.	

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

**“keepers”**

**roll again**

4. For your second roll, re-roll any of the dice you would like.

Category	4-digit number
Number with 8 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the tens place	
Number with 6 in the thousands place	
Number whose thousands and ones digits add up to 9	
Number whose digits add up to 13	
Number with two of the same digits	
Number with three of the same digits	
<b>WILD!</b> Any number can be written here.	

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

**Roll #2**

**All dice must now be used for scoring.**

5. After your second roll, you must fill in your score card (see below) with the numbers you have rolled. The next player's turn now begins.

6. Continue taking turns until each player has filled in all 9 category boxes (with either a number or X).

### **Scoring the game:**

1. After completing your roll, use the numbers showing on the dice to fill in one of the 9 categories on your score sheet. For each category, your goal is create the greatest number you can.

# Score Card

Use the numbers rolled to fill out a category.

Category	4-digit number
Number with 8 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the tens place	
Number with 6 in the thousands place	
Number whose thousands and ones digits add up to 9	5,624
Number whose digits add up to 13	
Number with two of the same digits	
Number with three of the same digits	
WILD! Any number can be written here.	

If you are unable to fill in a number for any category at the end of the game, place an X beside any available category. At the end of the game, compare the number of points in each category with the number your opponent wrote. If you have a greater number for that category, circle it and give yourself 1 point.



2. You must fill in only one category on each turn. You may fill the categories in any order. If you cannot enter a number for any category after rolling, you must place an X beside any open category. Each category may only be filled in once (with a number or X). Once you have filled in a category, you may not change it during the game.

## Determining the winner:

1. After each player has filled in all 9 categories on his/her score sheet with a number or X, it is time for the players to compare their score sheets.

2. Players start by comparing the number they filled in for the first category. An X in any category counts as 0. The player with the greatest number written circles that category on his/her score sheet and receives 1 point. If there is a tie, both players receive the point.

- *I like to make students read their number aloud correctly. If they do not read it correctly, they cannot receive the point, even if their number is the greatest.*

3. Players repeat the same for all 9 categories.

4. The player with the greatest number of points is the winner! If there is a tie, the players can have one final roll to see who rolls the largest number.

# Who wins the game?

Place Value Yahtzee Score Card	
Category	4-digit number
Number with 8 in the hundreds place	6,341
Number with 5 in the ones place	4,335
Number with 2 in the tens place	3,321
Number with 6 in the thousands place	6,622
Number whose thousands and ones digits add up to 9	5,624
Number whose digits add up to 13	X
Number with two of the same digits	6,311
Number with three of the same digits	X
WILD! Any number can be written here.	6,432

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

Place Value Yahtzee Score Card	
Category	4-digit number
Number with 8 in the hundreds place	5,332
Number with 5 in the ones place	6,425
Number with 2 in the tens place	5,621
Number with 6 in the thousands place	6,531
Number whose thousands and ones digits add up to 9	X
Number whose digits add up to 13	4,432
Number with two of the same digits	5,443
Number with three of the same digits	2,111
WILD! Any number can be written here.	6,551

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

**Player 1 received 4 points and Player 2 received 5 points.  
Player 2 wins!**

